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Kato

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[54] **SYSTEM AND METHOD FOR MODELING A THREE DIMENSIONAL OBJECT**

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[52] U.S. Cl. **345/430**

[58] Field of Search 345/425, 426, 345/430, 434, 419

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[57] **ABSTRACT**

A system for modeling a three dimensional object on a computer system is provided, the system having means for capturing data from an input device, the data representing various points on the surface of the object, means for generating from said captured data a three dimensional model of said object that has first distinct features at predetermined locations on the model, and means for applying a texture map onto said model, the texture having second distinct features at predetermined locations that correspond to the first distinct features of the model, so that a textured model is generated wherein the first distinct features of the texture map are located at approximately the same location as the second distinct features of the model. A method of modeling a three dimensional object is also provided. In addition, a method for mapping a texture map having first distinct features at predetermined locations onto a three dimensional model of an object in a computer system, the model having second distinct features at predetermined locations is provided.

10 Claims, 7 Drawing Sheets

